

NOW AVAILABLE FROM EA SPORTS™



XBOX

LIFE IN THE PAINT

FEATURES

BATTLE THE BIG DOGS INSIDE

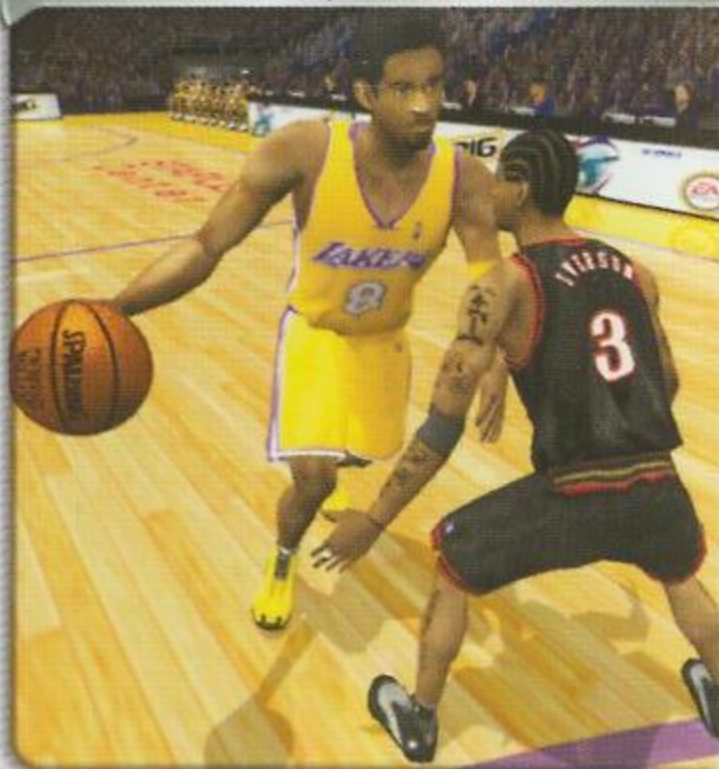


PLAY AS OR AGAINST MICHAEL JORDAN



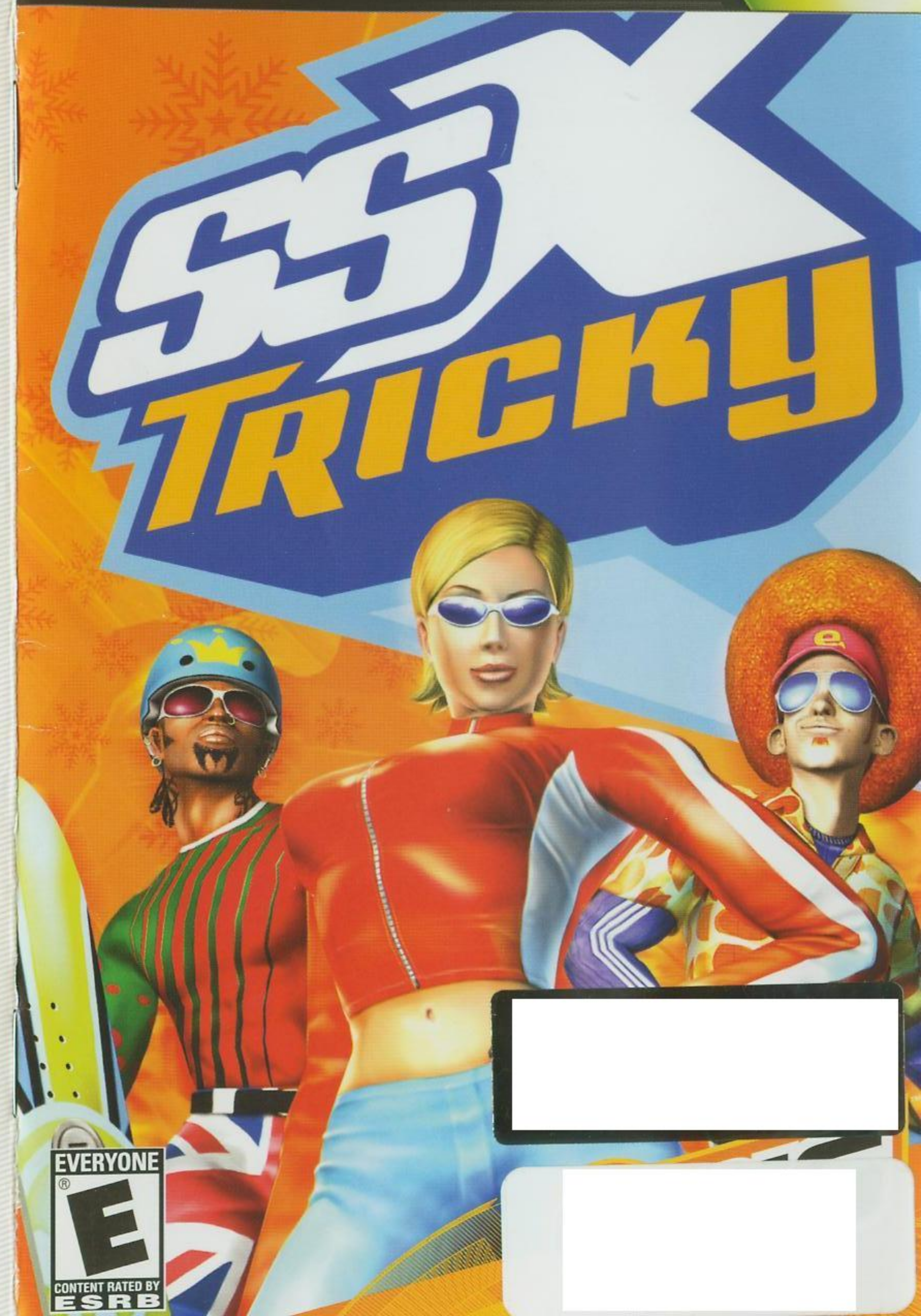
- **DUNKSI DUNKSI DUNKSI!**
Tons of dunks and the power to drive the lane give you the ability to take it to the rack with authority.
- **LOOK GOOD WHILE PLAYING GOOD**
Style up your players with tattoos, arm and head bands, sweet shoe styles, and more.
- **OWN THE PAINT**
Dominate under the basket with a wide variety of post moves, a huge shot selection, easy post defense, and defensive rebounding.
- **BUILD THE NEXT NBA DYNASTY**
Win season after season in Franchise mode and build the team that everyone fears.
- **THE LEGENDS TAKE THE COURT**
Take on Hall of Famers and court legends 5-on-5 or 1-on-1.

BIG TIME GAMEPLAY, BIG TIME PLAYERS



CHECK OUT THE ENTIRE
EA SPORTS™ LINEUP AT
WWW.EASPORTS.COM

Electronic Arts, 209 Redwood Shores Parkway, Redwood City, CA 94065. © 2001 Electronic Arts Inc. EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2001 NBA Properties, Inc. All rights reserved. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. 1435805



ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

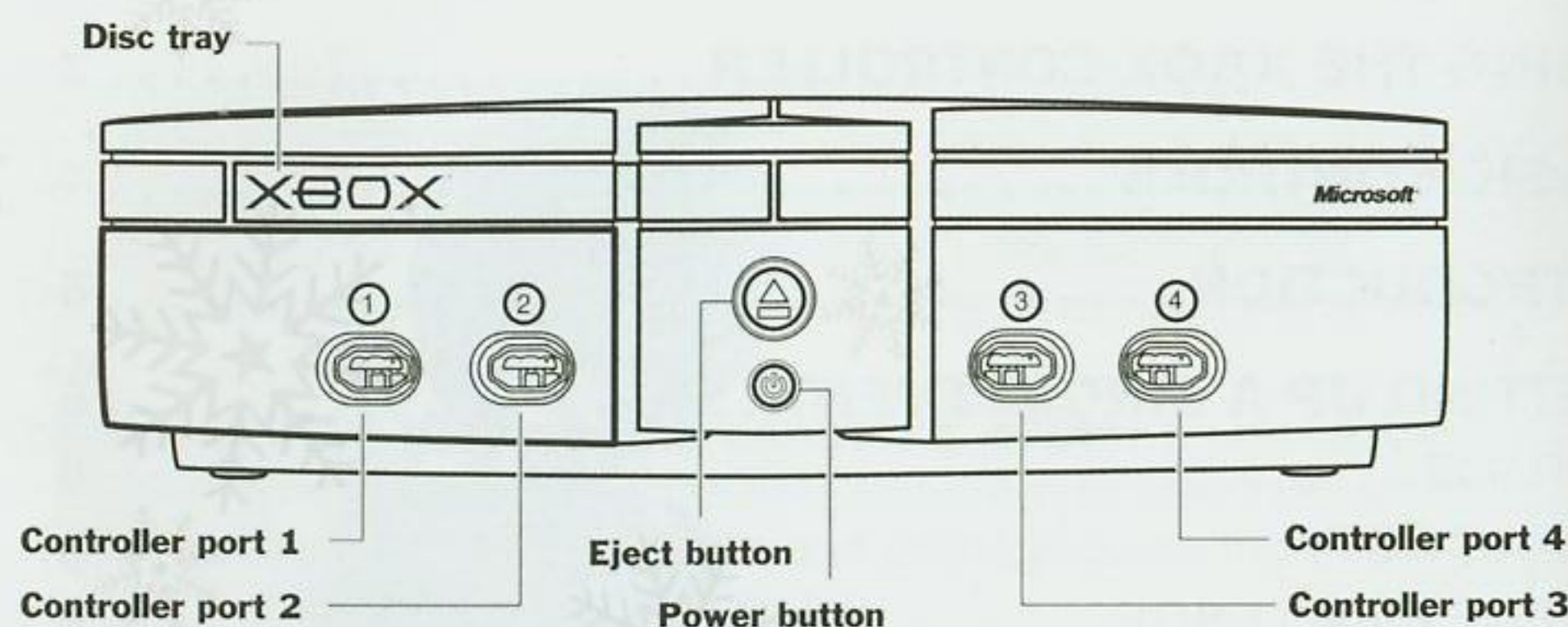
TABLE OF CONTENTS



USING THE XBOX™ VIDEO GAME SYSTEM.....	2
USING THE XBOX CONTROLLER.....	3
BASIC CONTROLS.....	4
INTRODUCTION.....	5
SETTING UP A SINGLE EVENT.....	6
RACE.....	8
SHOWOFF.....	8
TIME CHALLENGE.....	9
OPTIONS SCREEN.....	12
COMPLETE CONTROLS.....	13
TRICKS.....	14
RIDING THE COURSE.....	18
GAME SCREEN.....	18
PAUSE MENU.....	19
WORLD CIRCUIT.....	20
RACE.....	20
SHOWOFF.....	21
PRACTICE.....	21
FREERIDE.....	21
TRICK TUTORIAL.....	21
ADVANCED REPLAY.....	22
SAVING AND LOADING.....	24
CREDITS.....	27
LIMITED 90-DAY WARRANTY.....	34



USING THE XBOX VIDEO GAME SYSTEM



1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *SSX Tricky* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *SSX Tricky*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

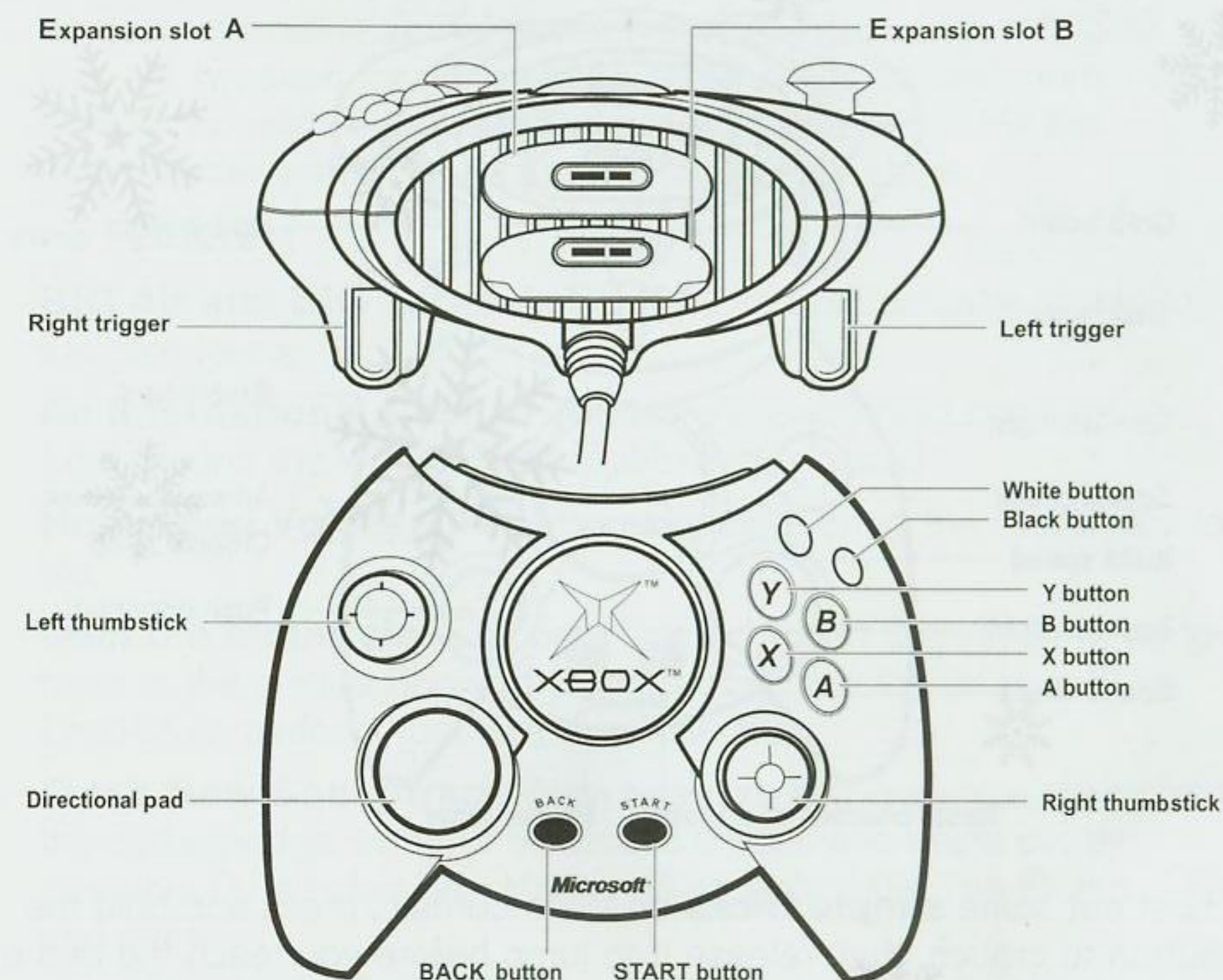
- ❖ Insert only Xbox-compatible discs into the disc drive.
- ❖ Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- ❖ Do not leave a disc in the Xbox console for extended periods when not in use.
- ❖ Do not move the Xbox console while the power is on and a disc is inserted.
- ❖ Do not apply labels, stickers, or other foreign objects to discs.



USING THE XBOX CONTROLLER



XBOX CONTROLLER CONFIGURATIONS



1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *SSX Tricky*.

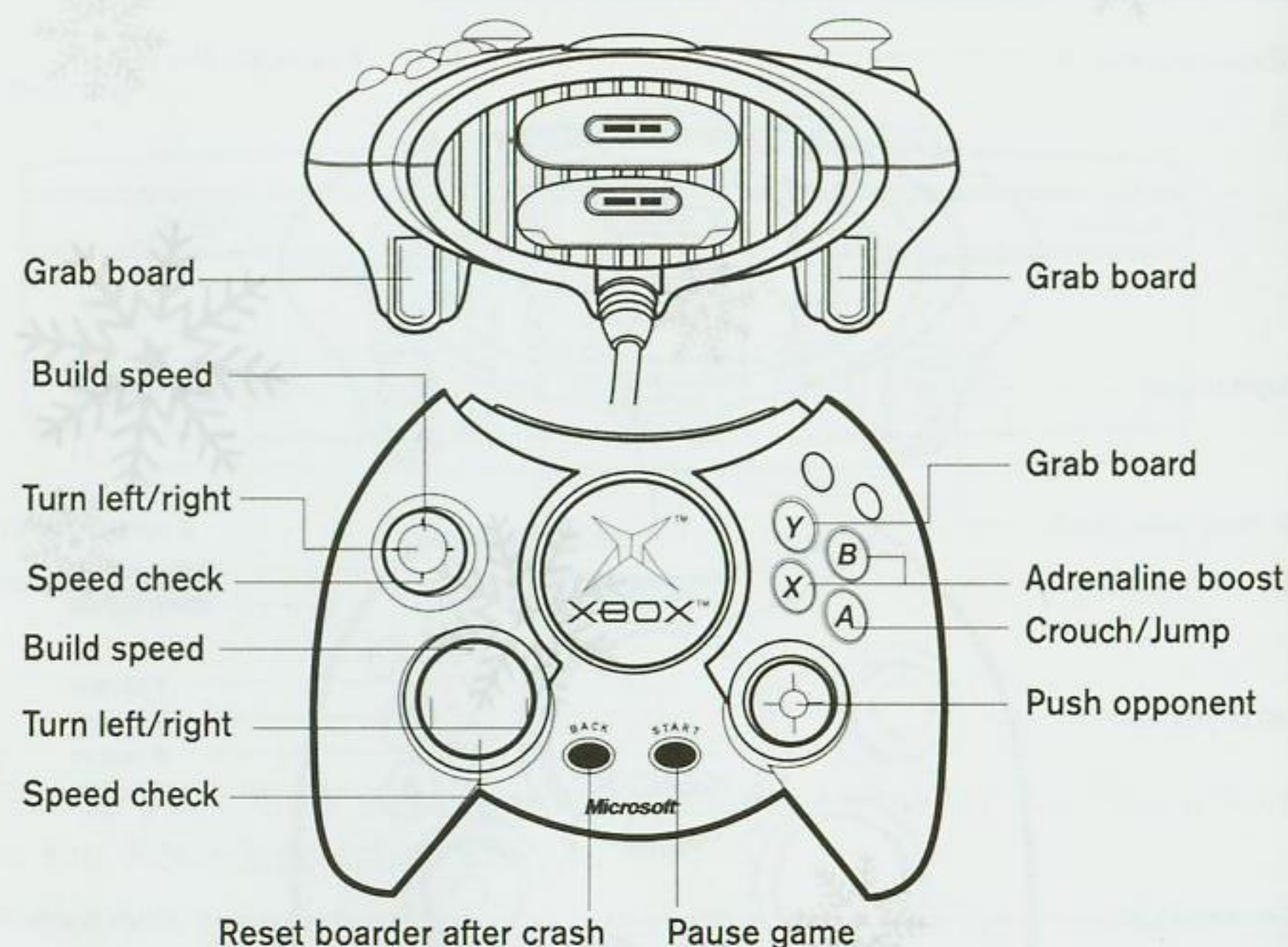
MENU CONTROLS

Highlight menu item	↑ / ↓ or ← / →
Change highlighted item	← / → or ← / →
Select/Go to next screen	A or START
Cancel/Return to previous screen	B or BACK
Options menu	X



BASIC CONTROLS

Fly high and use these controls to get familiar with the basic SSX Tricky moves. For a list of *Complete Controls*, ➤ p. 13.



To bust out some **simple tricks** on the mountain, press and hold the **X** button to crouch, then release it to jump before you reach the end of the ramp. While flyin' in the air, pull and hold **L** or **R**, or press and hold **Y** to perform a grab, then release to prepare for landing. The showboatin' is that easy. For more advanced tricks, ➤ p. 16.

NOTE: The longer you stay in the crouch position the higher you fly. Keep this in mind when you're using the default controller configuration.



INTRODUCTION



SSX Tricky is coming straight at you with insane, sick ÜBER tricks, surreal mind-blowing worlds, and a cast of funky-fresh characters. Blast down the tracks at all-out speeds and suck up the biggest adrenaline you've ever inhaled. All of your favorite SSX courses are tweaked for more speed, more elevation, and more insane thrills, plus two wild new tracks that will blow your mind. Hit the mountain harder with SSX Tricky. The sky is your stage.

Game Features:

- ❖ **BIG Air and BIG Tricks**—“ÜBER” tricks take airborne stunts to the next level.
- ❖ **An International Cast Of Riders**—All-everything competitors from around the world make up the Tricky circuit.
- ❖ **Hollywood Voices**—Celebrity voice talent bring the characters to life.
- ❖ **Own the Mountain**—Compete in a full World Circuit, go head-to-head in the unique Showoff (trick) mode, race the clock in Time Challenge mode, or just kick it in Free Ride.
- ❖ **Fresh New Soundtrack**—New releases and exclusive mixes from the cutting-edge world of electronic breaks and beats cut by turntable DJ all-stars Mix Master Mike, Aphrodite, The Plump DJ's, and more.
- ❖ **DVD Media**—DVD technology delivers a new 3D front-end as well as exclusive behind-the-scenes and making-of footage, from celebrity voice recording sessions to interaction between the riders on the mountain.

For more info about this and other titles, visit **EA SPORTS BIG™** on the web at www.easportsbig.com.




SETTING UP A SINGLE EVENT

Ah yes, your first taste of the mountain. Select a rider, and either **Race** against a field of phat boarders, **Showoff** some of your sweetest moves, or race the clock in a **Time Challenge**.


SSX Tricky goes DVD. Before you set up a Single Event, a race on the World Circuit, or a Time Challenge, take a "peak" at the making of **SSX Tricky**. Check out DVD-quality behind the scenes video footage, producer outtakes, celebrity interviews and more. You can also browse through the Jukebox and listen to full-length songs featured in **SSX Tricky**. Select DVD CONTENT and press **A** to enter this new world.

TO START A SINGLE EVENT RACE:

1. Select START GAME from the *SSX Tricky* title screen. The Select Mode screen appears.
2. Highlight SINGLE EVENT and press **A**. The Player 1 Select Character screen appears.
 - ☞ If you have two controllers plugged in, the Select Number of Players screen appears. Highlight the desired number of players and press **A**. The Player 1 Select Character screen appears.
3. Press **A** to highlight your character (➤ *Setup Character Screen* on p. 10), and press **A** to continue.
4. To access the Select Event screen, select CONTINUE and press **A**.
5. From the Select Event screen, highlight **RACE**, SHOWOFF (➤ p. 8), or TIME CHALLENGE (➤ p. 9) and press **A**. The Select Venue screen appears.

 **NOTE:** If you choose Race, the Select Difficulty screen comes before the Select Venue screen. Here, you can choose the skill level of the computer-controlled boarders (**AMATEUR**, SEMI PRO, or PRO).

6. Press **←** / **→** or **↑** / **↓** to highlight your venue. Press **A** to accept.

 **NOTE:** When selecting a venue, only Garibaldi, Snowdream, and Elysium Alps are available. Unlock tracks in World Circuit Race (➤ p. 20) and Showoff modes. (➤ p. 21).



NOTE: You can alter sound, control, and other options from any menu screen. Press **X** to access the Options screen (➤ p. 12).



HEAD-TO-HEAD RACING

Race a buddy downhill in a Single Event and turn a friendly cruise down the mountain into an all-out brawl for the finish line.

TO RACE HEAD-TO-HEAD:

1. From the Select Mode screen, highlight SINGLE EVENT and press **A**. The Select Number of Players screen appears.



NOTE: Two controllers must be plugged into the Xbox console in order to access Head to Head mode.

2. Select TWO PLAYERS and press **A**. The Player 1 Select Character screen appears.
3. After Player 1 selects a character and adjusts their options at the Player 1 Setup Character screen, press **A** and the Player 2 Select Character screen appears.
4. After Player 2 selects a character and adjusts their options at the Player 2 Setup Character screen, press **A**. The Select Event Screen appears.
 - ☞ Player 1 and Player 2 may choose the same character.
5. Choose **RACE**, SHOWOFF, or TIME CHALLENGE. The Select Venue screen appears (unless you select RACE, in which case the Select Difficulty screen appears).



NOTE: At the Select Difficulty screen, choose the skill level of the computer-controlled boarders (AMATEUR, SEMI PRO, or PRO).

6. Proceed through the remaining screens as you would in a single-player game.
 - ☞ In a two-player game, the screen is split in two (left and right).



RACE

Take on the top boarders in a blistering winner-take-all downhill event.

In a Single Event, you race only once down the chosen track and then your day is over. However, you can take on bigger challenges by racing on the World Circuit. In that game mode, you begin your day in a quarterfinal race on the Garibaldi course and you work your way to the final round. Win big on the World Circuit and tracks are unlocked. For more information, > World Circuit on p. 20.

SHOWOFF

Show off your sick tricks in this all-out, all-aerial, big air display of show and tell. Just be sure to cross the finish line only after you score the most points with the best tricks.

Showoff facts:

- Successful tricks require successful landings. It might have looked good in the air, but it won't count if you land on your face.
- Tracks unlocked during World Circuit become available in this mode but you cannot unlock any tracks in Single Event mode. You must unlock them in World Circuit if you want to play them here.
- High up in the air on each course are snow crystals. Jump and grab one to boost the style points for the trick you are performing. Yellow doubles your points, orange triples them, and red multiplies your points by five.
- Each Showoff locale is set up with more objects on the course that do not normally exist in Race mode. Also, every course has several checkpoints. If you cannot pass a checkpoint before the time on the bottom left of the screen runs out, the race is over and you lose all your points. Passing a checkpoint adds time to the clock.
- You can win medals in Showoff events in World Circuit mode (> Showoff on p. 21).

TIME CHALLENGE

Race against the clock but remember speed doesn't always kill in the Time Challenge.

Time Challenge facts:

- Tricks help increase your Adrenaline Meter and a full Adrenaline Meter can help push you down the hill faster. So although this mode is a time thing, it's also a trick thing.
- Know the track. The main path isn't always the fastest way down the hill. Explore the terrain and seek new cliffs, ramps, and other jumps to help set a blistering time.

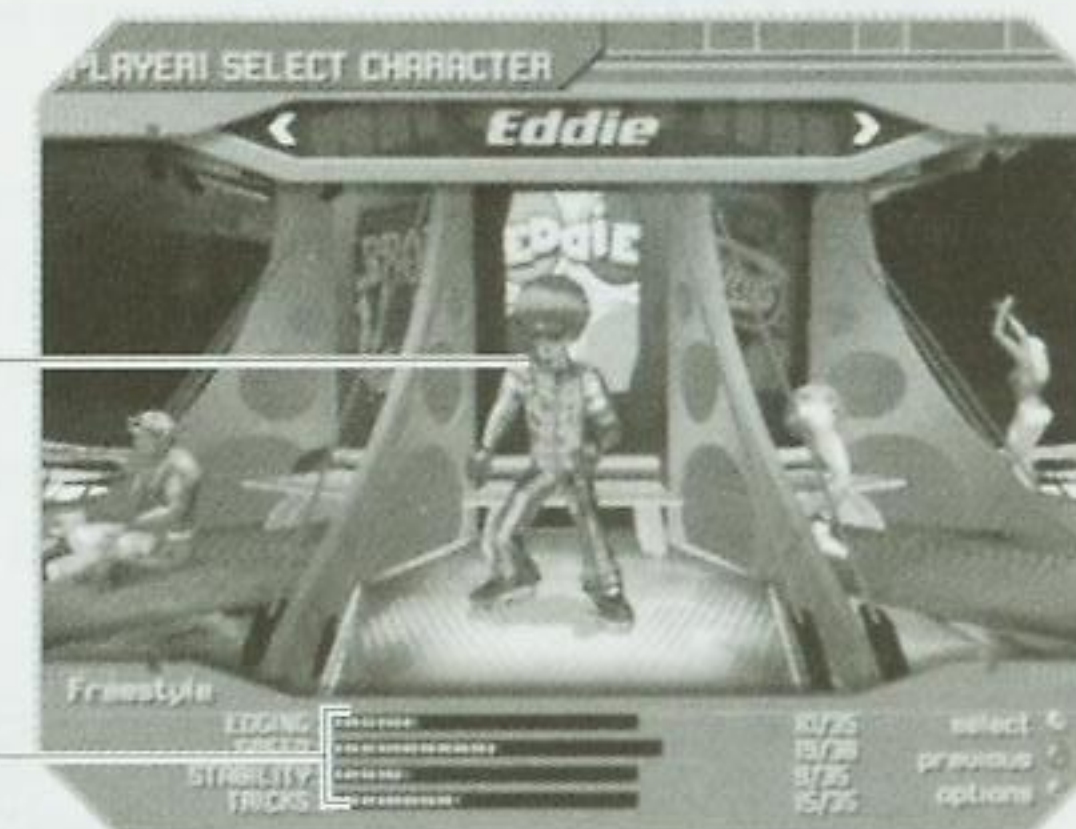
SELECT CHARACTER SCREEN

Tame the course with one of the baddest boarders around. All have unique personalities and their own riding style.

Press / or / to scroll through the other boarders

Current rider

Rider attributes/
Rider ranking



Press **A** to select a rider

- When first playing *SSX Tricky*, only Eddie, Elise, Moby, and Mac are available. To select the other riders, you must prove your worthiness by unlocking them in World Circuit mode (> p. 20).
- Skill potential shows the maximum skill level your character can achieve for each attribute, given the character's current board. Different boards can affect the character's skill potential (> Board on p. 10).



SETUP CHARACTER SCREEN

Customize your outfit and board and look good on the mountain, and view your Trick Book to see what stunts you've already pulled.

- From the Setup Character screen, you can modify any of the following options:

OUTFIT

Change your look by choosing one of the available outfit options that you have unlocked by completing chapters in the character's Trick Book.

- Select a locked outfit then read the bottom of the screen to see which tricks you need to perform to unlock it (➤ *Trick Book* below).

BOARD

Different boards can boost or lower your skill potential. The red area on each skill bar shows the skill boost that the selected board supplies. Boards come in three types:

FREESTYLE The best boards for performing tricks; not designed for speed.

ALPINE Great for speed, not great for tricks.

BX A mix between Freestyle and Alpine boards: A good board for both speed and tricks.

- Select a locked board then read the bottom of the screen to see to see what objectives you need to achieve to unlock it.

RIDER PROFILE

Check out any Rider's personal Biography, BackStory, World Circuit (WC) Status, and Rider's Best (greatest overall achievements). You can also read the quotes from an in-depth Q&A interview session.

TRICK BOOK

Your Trick Book shows you what tricks you need to perform to unlock uniforms, how to perform them, and which ones you've already completed. Perform all the tricks in a certain chapter and reap the rewards.

Unlock each chapter and you unlock a new uniform. Once you complete the Trick Book (unlock ALL chapters), you earn a new Über board.





USER NAME

Trick Book Notes:

- ❖ A rider's Trick Book is divided into six chapters (five tricks per chapter). Each rider has a distinct list of tricks and order they appear.
- ❖ Only active and completed chapters are shown in a Trick Book. Tricks that you have NOT completed appear with a red screen over them. However, tricks that are completed appear in small thumbnails at the bottom of the screen.
- ❖ Trick Book tricks can be performed only on a rider's default board type
- ❖ The Trick Book does NOT display the trick button combinations, but you can see the button combinations required in the pause menu Trick Book (➤ p. 10).

Enter a User Name to track your progress.

- On the User Name screen, press  or move  to highlight a letter and press **A** to accept. That letter appears in the edit box. Repeat this step to complete your user name. When ready, highlight END and press **A**.

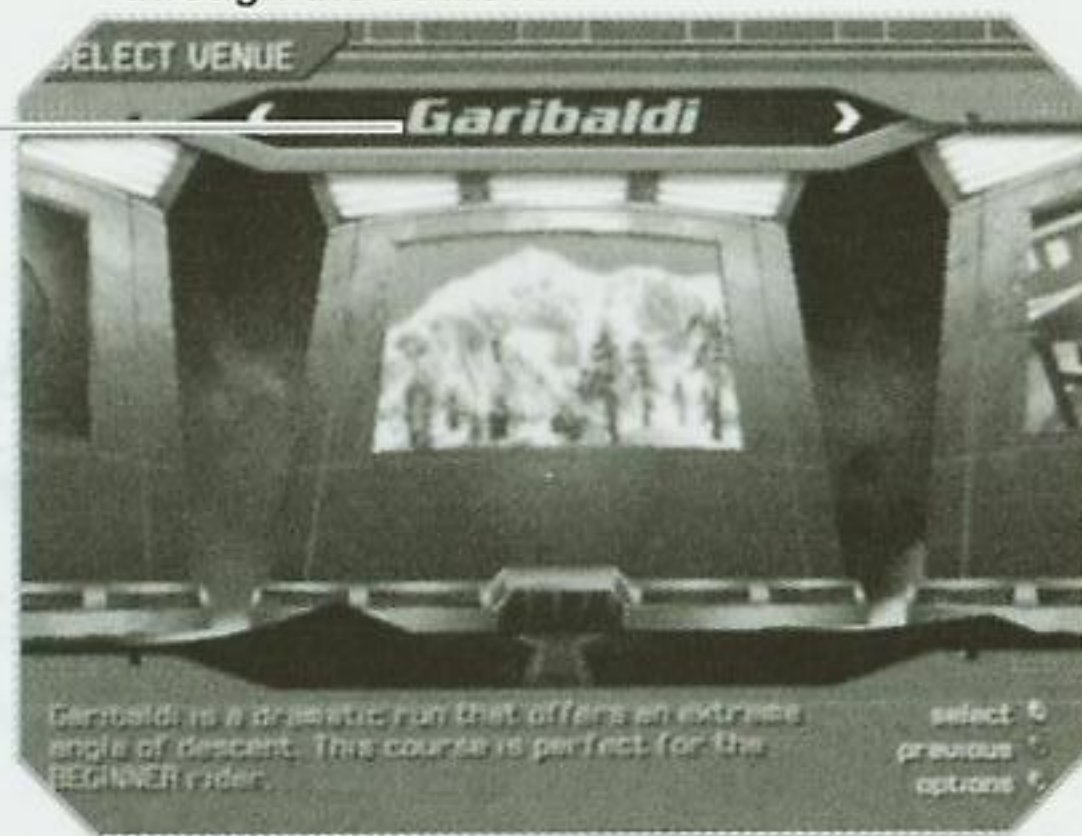


SELECT VENUE SCREEN

SSX Tricky delivers a wide variety of challenging terrain. It's up to you to conquer each and every one of them.

Press \leftarrow / \rightarrow or \leftarrow / \rightarrow to scroll through the courses

Current track



Press **A** to select venue

Tracks that are grayed out become available after you unlock them in World Circuit mode (\rightarrow *World Circuit* on p. 20). Got what it takes?

OPTIONS SCREEN

Tweak the sounds of *Tricky* along with other options. You can save and load your game, and check out your saved replays as well.

To access the Options screen, press **X** at any game setup screen.

SOUND

Adjust mixes and volume settings for sounds that occur in gameplay.

CONFIGURE CONTROLLER

Turn vibration **ON/OFF** and choose a **DEFAULT** or **PRO** configuration (\rightarrow *Complete Controls* on p. 13).

GAME OPTIONS

Set the Replay mode at **NORMAL** or **ADVANCED** (\rightarrow *Advanced Replay* on p. 22), turn the Auto Load Option **ON/OFF** (\rightarrow *Saving and Loading* on p. 24), set the maximum number of boarders on the course (Single Event race only), and more.

SAVE/LOAD

Save or load games and options, or load a replay (\rightarrow *Saving and Loading* on p. 24).

CREDITS

Check out the crew who created *SSX Tricky*.

COMPLETE CONTROLS



After you grow beyond the basics, use these controls and dominate with your "all everything" super fly riding skills.

NOTE: *SSX Tricky* offers two controller configurations: **DEFAULT** and **PRO** (\rightarrow *Options Screen* on p. 12). With the **PRO** configuration, you cannot turn while crouching, but you can use the left thumbstick to perform flips and spins. The actions listed below are for the **DEFAULT** controller configuration.

NOTE: When **PRO** configuration is **ON**, press and hold **Y** to activate the Combat Cam.

ACTION	COMMAND
Turn left/right	\leftarrow / \rightarrow or \leftarrow / \rightarrow
Spin in air	Y then \leftarrow / \rightarrow or \leftarrow / \rightarrow
Flip in air	Y then \uparrow / \downarrow or \uparrow / \downarrow
Build speed	\uparrow or \uparrow
Speed check	\downarrow or \downarrow
Grab board	L , R , or Y
Crouch/Jump	A (press and hold to crouch, release to jump)
Adrenaline boost (on the ground)	B or X
Tweak (in the air)	B or X (while performing a grab)
Push an opponent	\leftarrow / \rightarrow or \leftarrow / \rightarrow
Reset boarder	BACK
Pause game	START



TRICKS

Anybody can fly down a mountain. Not everybody can fly *over* one. Throw yourself off a cliff, stick the landing and get ready for the next big trick.



GRABBED AIR TRICKS

Start your aerial assault with a sick "Grab" during a mid-air flight.

TO PERFORM A GRABBED AIR:

1. Press and hold **A** to crouch as you approach a jump. Just before the end of the jump, release **A** to take off.
2. While in the air, pull **L** or **R**, or press **Y** to perform a grabbed air.
 - ☞ If you want to get real funky, press two or more of these buttons at the same time to perform more complex grabs.
 - ☞ To "tweak" a grab, press **B** or **X** while performing a Grabbed Air trick (when the Adrenaline meter is NOT full ➤ *Über Tricks* on p. 16 when full). Your body twists as you perform the trick, increasing the difficulty of sticking the landing. Remember, you must perform the grab *then* tweak.
3. As your body falls closer to the snow pack, release all buttons and level out the board for a smooth landing. You may face plant a few times before mastering this step.

ROTATION TRICKS

180's, 360's, 540's, ... whatever. You do the math. Just be sure to bust out with some serious hang time with a Rotation "Flip" or "Spin."

TO PERFORM A SPIN:

1. Press and hold **A** to crouch as you approach a jump.
2. Press and hold **←** / **→** (Left to spin left, Right to spin right).
3. Release **A** to jump.
4. When you get close to the ground, release all buttons to prepare for landing.

TO PERFORM A FLIP:

1. Press and hold **A** to crouch as you approach a jump.
2. Press and hold **↑** / **↓** (Up for a front flip, Down for a back flip).
 - ☞ If you press and hold the D-pad diagonally, you flip and spin simultaneously, which is a tougher trick to land.
3. Release **A** to jump.
4. When you get close to the ground, release all buttons to prepare for landing.



ADVANCED TRICKS

If you think you're "Big Time," combine your sick moves during a trip over a wild jump. If you're good enough, you can also change your grab hand while in the air, or pull off a combination of right and left spins. Check out these advanced tricks and bust them out on the hill.

SWITCH

A trick pulled off with your "opposite" or "goofy-foot" foot forward (right foot forward for a regular footed rider).

LATE

Throw out a grab or a spin during the early stages of a jump and just before you land, bust out with another last-second trick.

FAKIE

Land a trick with your "goofy-foot" foot forward.



NOTE: No extra points are given for Switches, Lates, or Fakies. They are worth the same as their regular counterparts.

TWEAK

Press **B** or **X** while performing a Grab (➤ p. 14) to execute the Tweak move (when the Boost meter is NOT full). Tweaks are merely a style variation of the grab. Tweaked tricks include Unethical, Sinful, and Madness.

RAIL RIDING

Snow is not the only terrain to ride in *SSX Tricky*. Jump up onto a rail or a similar obstacle—logs, fences—and "Rail Ride" it down. If you really want to show off some moves, jump off the end of the rail with a trick.

TO RAIL RIDE:

- Hold down then release **A** to jump on a rail.
- **←** / **→** to rotate counter-clockwise or clockwise on the rail.
- **↑** / **↓** to adjust your balance on the rail.

ÜBER TRICKS

When you fill up the Adrenaline Meter, the Uber disk rotates and it's an all out trickfest for every kind of boarder. Take airborne stunts to the next level with a high-flyin', gravity defying "ÜBER" trick that will leave your competitors in awe.

TO BUST OUT WITH AN ÜBER TRICK:

1. When the Uber disk starts to rotate, press and hold **A** to crouch as you approach a jump. Just before the end of the jump, release **A** to take off.
2. While airborne, pull and hold **L** or **R**, or press and hold **Y**, then press and hold **B** or **X**.

3. Über time.



NOTE: If the Adrenaline Meter is empty, you can still pull off an Über trick, just as long as the Über disk is rotating. When activated, the disk spins for 20 seconds and you must perform the trick within this allotted time.



NOTE: Each successful Über trick fills up a letter in TRICKY. Once all of the letters are filled up, you will have infinite Adrenaline.

CHARACTER-SPECIFIC ÜBER TRICKS

Every character has a unique Über trick that they can perform when riding on their default board type. For example, Eddie can perform his character-specific Über trick on any freestyle board (his default board type).


- Perform a character-specific Über trick with **L** plus **Y** and then **X** or **B** when playing as Zoe, Brodi, or Elise. For all other characters, pull and hold **R** and press and hold **Y**, then press and hold **X** or **B**.

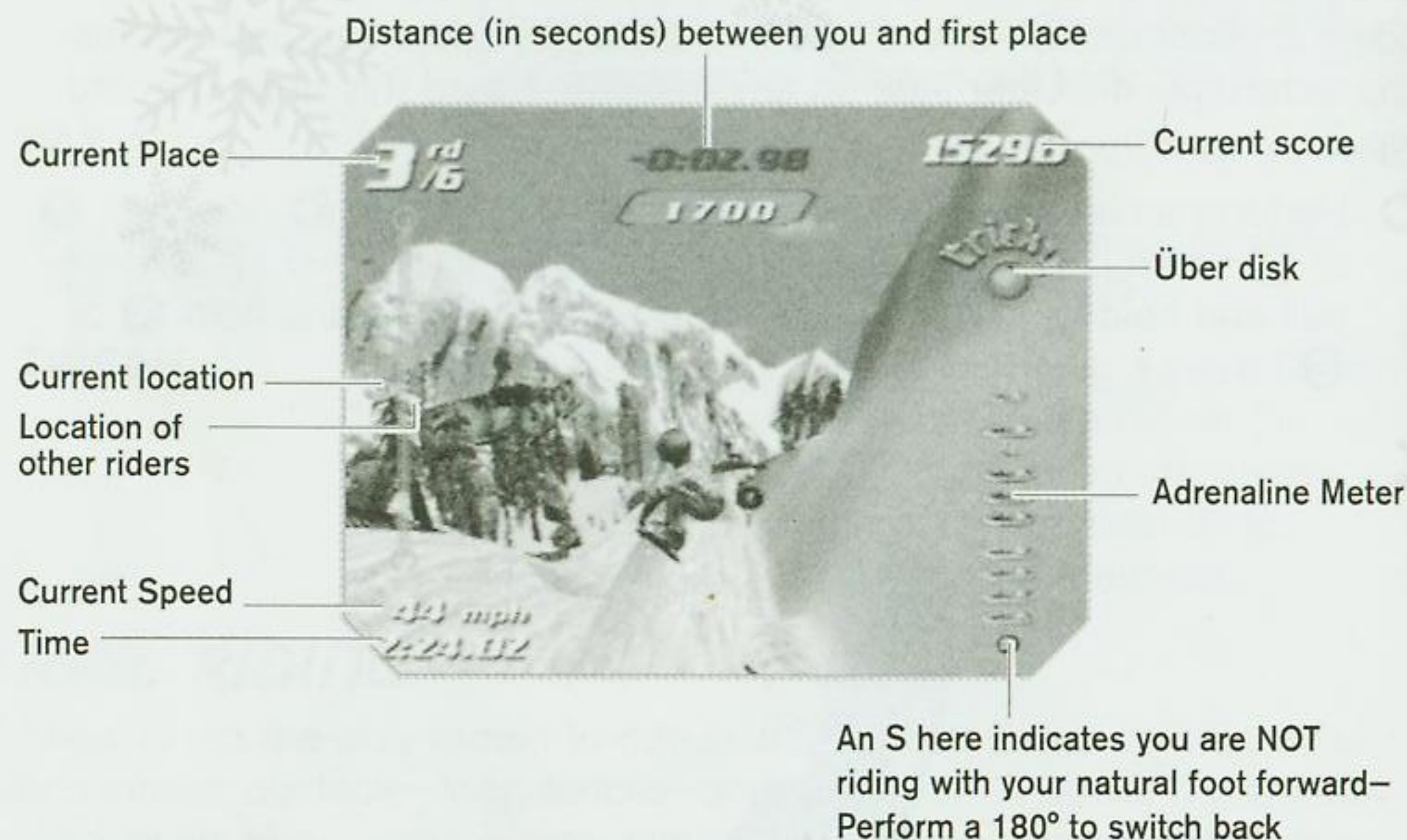


RIDING THE COURSE

This is your mountain. Own it.

GAME SCREEN

The race begins with your rider behind the starting gate at the top of the mountain. Once the gate drops, your rider automatically starts down the hill. Take control and get some speed right out of the gate by pressing .



SCORE

Pick up some points by pulling off some sick tricks during your trip down the hill. The bigger the trick, the bigger the reward.

- ❖ If you keep trying the same trick, the Trick Points for that trick decrease. So try something new.

ADRENALINE METER

Watch your Adrenaline Meter rise as you pull off some mid-air acrobatics, then use your Adrenaline later when you need some extra speed. Keep in mind that you receive higher points as the difficulty level rises.

- To use your Adrenaline boost, press **B** or **X** anywhere on the course.
- ❖ The boost you get from using your Adrenaline depends on the level of the Adrenaline Meter. When the Adrenaline Meter is filled to the red level, you get a bigger boost than if it's in the orange, which in

turn gives a bigger boost than the yellow level.

- ❖ Adrenaline decreases over time and when you fall. The longer you ride without jumping, the more your Adrenaline Meter decreases.

ÜBER TRICKS

These are the nastiest tricks that you can pull out of your hat.


- Once your Adrenaline meter reaches full capacity, bust out with an Über trick and light up the sky. Just Grab and Tweak. To perform an Über Trick, ➤ p. 16.



NOTE: Character specific Über tricks can only be done on their default riding style boards.

PAUSE MENU

Catch your breath and take a break from the wild action by pausing the game. You can also change game options and check out your Trick Book from here.

- To pause during gameplay, press . The game freezes and the Pause menu appears.

CONTINUE

Continue racing in the current event.

RESTART

Start over at the top of the mountain.

OPTIONS

Change the screen's brightness, change the camera angle, adjust various sound volumes, set the HUD Detail, and change the song.

QUIT

Leave the mountain and call it a day.

TRICK BOOK See what tricks your rider must complete in a chapter.

- ❖ View the tricks listed in a current chapter that you have to complete. When an entire chapter is completed, you move on to the next trick in the next chapter.

- ❖ Arrows indicate a spin or flip. The number after the arrow indicates the degree. For example, **→540** means perform a 540° spin to the right.

- ❖ All items listed together (arrows, plus button commands) are to be performed simultaneously, unless separated by the word "TO," which indicates a combo.





NOTE: You can complete your trick book tricks in any mode **except** Trick Tutorial.



NOTE: You can't unlock tricks listed in your trick book that is NOT in your active chapter. For example, if you unknowingly perform a trick from Chapter 4, but you're still in Chapter 2, that trick is not recorded in your trick book.

WORLD CIRCUIT

Take on the best in a full season of snowboard racing. World Circuit pits you against a field of elite boarders on the greatest courses ever designed.



NOTE: World Circuit mode offers the same events as Single Event mode, with the exception of Time Challenge (► *Setting Up A Single Event* on p. 6).

RACE

See if you can advance through the qualifying rounds all the way to the finals.

How it works:

- ❖ Each World Circuit course consists of three rounds: quarter, semi, and final. Finishing third or higher allows you to proceed to the next round.
- ❖ If you finish 4th or lower, you are able to restart the heat in order to place in the top three.
- ❖ If you rank third or higher in the final round, you win a medal and unlock the next course. You start first on the Garibaldi course.
- ❖ When you finish a course and receive a medal, you receive Experience Points which you can distribute among the different attributes (Edging, Speed, Stability, and Tricks) to increase your skill levels. Experience Points lead to Ranking Promotions.
- ❖ The Rankings, in order, are: Newbie, Rookie, Contender, Natural, Star, Veteran, Champ, Superstar, Sensei, and Master.
- ❖ After you unlock new venues, they become available from the Select Venue screen when setting up other game modes.



SHOWOFF

Showoff events in World Circuit mode also offer you the chance to earn medals. Not only do gold medals look cool hanging around your neck, they also unlock characters.

- To win a medal in a Showoff event, you must score a certain number of Trick Points. For instance, in the first course, Garibaldi, the required points for a gold medal is 55,000, a silver medal 40,000 and a bronze medal 25,000.
- ❖ The score required for each medal is displayed on the intro screen before each course. The score required for the next available medal (starting with bronze) is displayed on the upper left corner of the game screen.
- ❖ Earning gold medals in World Circuit Showoff and Race events unlocks characters. After you unlock characters, they become available from the Select Character screen when setting up other game events.

PRACTICE

The course is all yours. Practice jumps, tricks, turns, or whatever you need work on. Here's where you learn the fundamentals as you get ready for the real thing.

- From the Select Mode menu, highlight PRACTICE and press **A**. The Select Event menu appears.
- Select your rider, course and other options like you would in Single Event mode and then take your act to the mountain.

FREERIDE

A Freeride in Practice mode is exactly that—a free ride down the hill. There are no points to be earned and no time to worry about. It's just you and the mountain. Take advantage of this time to learn the course.

TRICK TUTORIAL

In Trick Tutorial, you get to ride off a phat jump and practice all the tricks that you know.

- ❖ The Trick Tutorial offers to show you a trick with the help of a controller icon. Select SHOW ME and then pay close attention to the button commands. Here, the CPU is your friend.



- When you're ready to try the trick, select PERFORM and give it a try. Use the controller icon for guidance.
- Every rider has a 6 chapters comprised of different tricks to practice. They should be checked out.

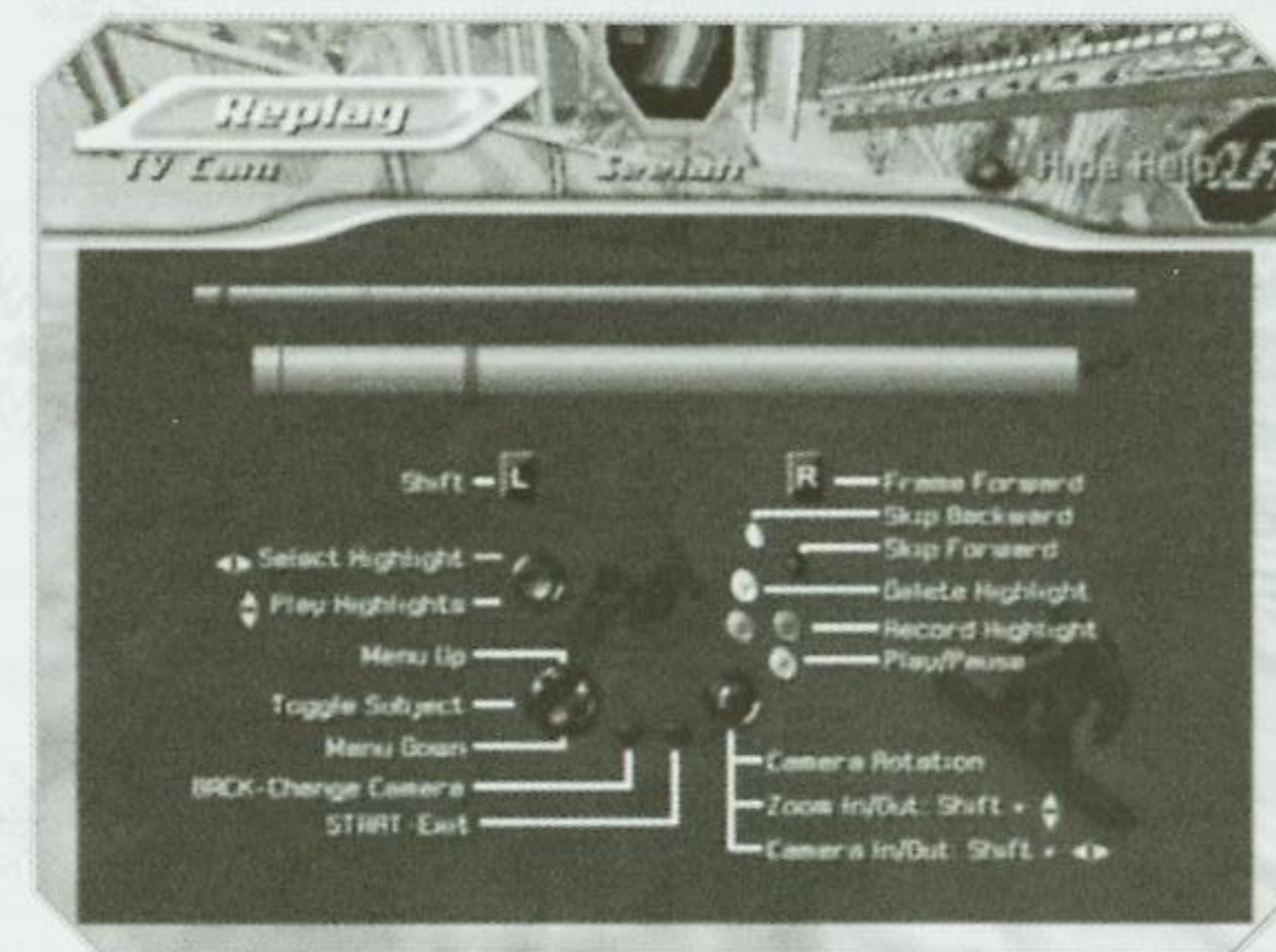
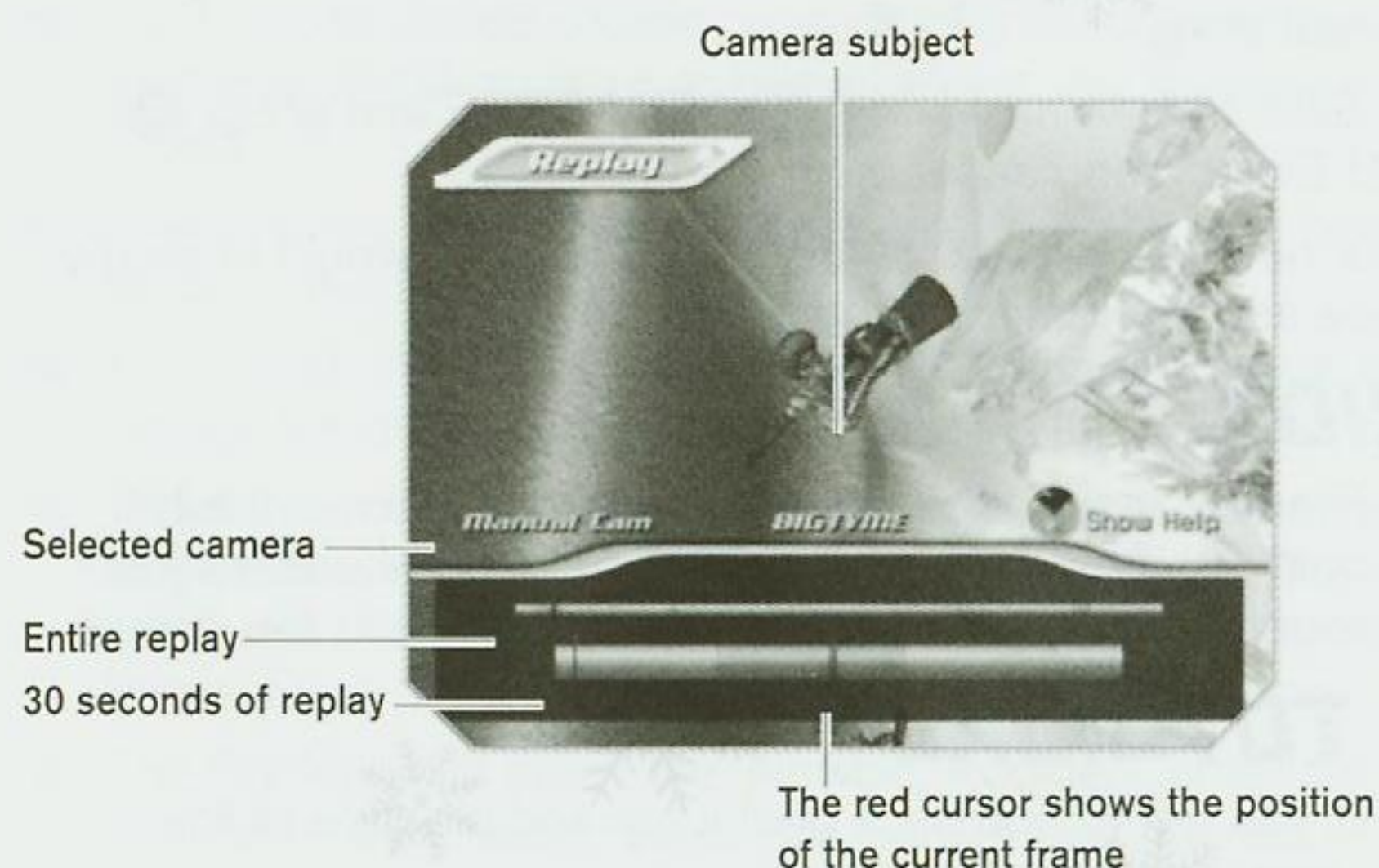
ADVANCED REPLAY


Check out the thrills and spills again by viewing a replay. Advanced Replay lets you view all the action from the last race from different camera angles. You can even edit and save your replays (➤ *Save/Load Replay* on p. 25).

 **NOTE:** You can save your replays in Normal replay mode as well.

TO ACCESS ADVANCED REPLAY:

- At one of the game setup screens, press **X** to access the Options screen.
- Select GAME OPTIONS, then set Replay Mode to ADVANCED.
- After you finish a race, enter your name (if you recorded a record time), then select REPLAY from the menu at the bottom right of the screen. The replay screen appears.



 **NOTE:** No info is lost when saving in Normal and Advanced. The game selects what can be viewed in the Replay versions.

- Delete Highlight removes the highlight to the right of the red cursor.



SAVING AND LOADING

Save and load files from your Memory Unit or hard disk.



NOTE: Never insert or remove a Memory Unit when loading or saving files.



NOTE: A Memory Unit will hold up to 502 blocks of memory.

SAVE/LOAD GAME/OPTIONS

Save your game and game settings for future use.

TO SAVE A GAME/OPTIONS CONFIGURATION:

1. Access the Options screen by pressing **X** at any game setup screen.
2. Select SAVE/LOAD and press **A**.
3. Select SAVE GAME/OPTIONS and press **A**. The screen displays how many blocks you have left on the hard disk and connected Memory Units.
4. Highlight the hard disk or desired Memory Unit and press **A**.
5. Press **A** to save or press **B** to cancel. If you press **A** and do not have a previously-saved configuration, your configuration will be saved at this point.
 - ⌋ If you already have a game/options configuration saved, you can delete it by pressing **X**.
 - ⌋ If you press **A** to save and you already have a saved configuration, you are asked if you wish to overwrite the configuration. Press **A** for YES or press **B** for NO.
5. After you have saved your configuration, press **A** to continue.

TO LOAD A GAME/OPTIONS CONFIGURATION:

1. From the Save/Load menu (see save instructions above), select LOAD GAME/OPTIONS and press **A**.
2. Highlight the hard disk or desired Memory Unit and press **A**.
3. Press **A** to load or press **B** to cancel.
4. After you have loaded your configuration, press **A** to continue.

AUTO LOAD

Auto Load automatically loads saved data from the hard disk when you turn on your Xbox video game system. This way you don't have to set up your favorite game settings each time you fire up *SSX Tricky*.

TO USE AUTO LOAD:

1. Save your desired game/options configuration to the Xbox video game system's hard disk (➤ *Save/Load Game/Options* on p. 24).
2. Access the Options screen by pressing **X** at any game setup screen.
3. Select GAME OPTIONS and press **A**.
4. Toggle Auto Load Options **ON**.
 - ⌋ Your game settings are saved.

SAVE/LOAD REPLAY

Check out the spills and thrills from your trip down the mountain. You can save replays in either Normal or Advanced Replay mode.

TO SAVE A REPLAY:

1. After you finish competing, enter your name (when available), then select REPLAY from the menu at the bottom right of the screen. The replay screen appears.
2. Press **A** to start the replay. When the replay appears, press **START** to access the Replay menu.
3. Highlight SAVE REPLAY and press **A**. The Save Replay screen appears.
4. Highlight the hard disk or desired Memory Unit and press **A**.
5. Select an <EMPTY> slot in which to save your replay and press **A**.
 - ⌋ If you chose an existing replay file, you will be asked if you wish to overwrite the file. Press **A** for YES or press **B** for NO.
 - ⌋ If you already have a replay saved, you can delete it by highlighting it and pressing **X**.
6. After you have saved your replay, press **A** to continue.
 - ⌋ You can have up to four replays saved on a given Memory Unit or hard disk.



TO LOAD A REPLAY:

1. Access the Options screen by pressing **X** at any game setup screen.
2. Select SAVE/LOAD and press **A**.
3. Select LOAD REPLAY and press **A**.
4. Select your desired Memory Unit or the hard disk.
5. Highlight a replay to load and press **A**, or press **B** to cancel. The replay screen appears (➤ *Advanced Replay* on p. 22).



CREDITS

ELECTRONIC ARTS™ CANADA

Lead Programmer: Bob Silliker

Lead Character Artist: Ian Lloyd

Lead Front End: Geoff Coates

Lead Sound Artist: Frank Faugno

Art Director: Ron Bignell

Technical Art Director: Clint Hanson

Producer: Larry LaPierre

Development Director: Scott Henshaw

Sr. Development Director: Brett Bradstock

VP Product Development: Pauline Moller

Executive Producer: Steven Rechtschaffner

Software Engineers: Mike Rayner (Chief Platform Engineer), Basil Chan, Dana Fujikawa, Botros Gerges, D'arcy Gog, Craig Hall, Darryll Hobson, Dom Humphrey, Barry McCallum, Hicham Rafi, James Thomas

Audio Programmers: Chris Khoo, David Weedon

Visual Artists: Malcolm Andriesbyn, Vincent Chi, Steve Hinan, Sang Hyok-Kyon, Sinisa Karolic (Chief Course Builder), Natsuko Kinoshita, Mimi Lee, Paul B. Lee, Klaus Monies, Andrew Murphy, Gilbert Ngo, Ted Nugent, John Parent, Claus Peterson, Dennis Opel, Cody Richie, Terry Sanderson, Winston Tai, Gordon Wang, Ross Young

Sound Artists: Omar Al-Khafaji, John Morgan

Additional Sound Support: Juan Jacyna, Tim McKenzie, Martin Wasiel

Producers: Steve Anthony, Dave Elton, Jeremy Ferguson, Kirby Leung, Scott Murray, Sean Penney

Production Coordinator: Nathalie Mathieu

Contributing Producers: Don Mattrick, Ian Verchere, Kaz Makita

Contributing Software Engineers: Maurice Ko, Jordan Lee, Edwin Vane

Contributing Visual Artists: Meg Freeman (Stylist), Sota Yuyama, Alan Harrison, Ali Kojori, Sal Melluso, John Rix, Dejan Stanisavljevic

EAC Tools and Libraries: Frank Barchard, Blair Bitonto, James Fairweather, Ray Gardener, Sean Halliday, Bart Jaques, Daniel Kennett, Maurice Ko, Iain Macanulty, Dave Mercier, Curtis Patzer, Patrick Ratto, Ted Sylka, Scott Wardle,

EAC Video Post: Sam Hofer, Mark Lange, Peter Miller, Bruce MacKinnon, Tom Raycove

Quality Assurance: Janean Bowen (QA Manager), Martin McQueen, Todd Wilson (QA Leads), Pat Russell (QA Project Manager), Grant Bryson, Paul Byrom, Cameron MacKinnon, Richard Seto (Senior Testers), Olivia Bogacki, Sean Desharnais, Adrian Lee, Edward Lambke, Rob MacDermott, Shaun Morrison, Ryan Moscovitch, Chris Phillips, Dan Smith, Terence Tso, Martin Wasiel, Tony Wong, Chris Van Yperen, Ryan Yao, Bill Cox, Tiffin McWhinnie, Kent Sunde (Testers)

EAC Mastering Lab: Raphael DeLeon Eraña, Michael Gascoigne, Brett Henderson, Bill Person, Peter Petkov, Josh Smillie

EAC Sr. QA Test Developer: Bob Purewal



EAC CATLAB: John Adano, Mark Henderson

EA Square (Japan) QA Testers: Hanabusa Tadataka,
Kawamura Keisuke, Sugiyama Rei, Ukai Naoko, Tamura Kenji

EA Square Technical Support: Hitoshi Ikeda

LOCALIZATION

ELECTRONIC ARTS CANADA

Localization Producers: Shannon Bruce, Arlaine Walker

Localization Quality Assurance Project Manager: Carole Enahoro

Localization Coordinator: Patrick Coleman

Test Coordinators: Alejandro Huerta-Rodas, Samer Raad

Senior Testers: Davinder Brar, Mikeal Kinnunen

International Testers: Xavier Lambert (France), Marcel Kuhn (Germany),
Yuki Taniguchi (Japan)

EA EUROPE

Localization Product Managers: Sylvain Caburrosso,
Nathalie Fernandez

European Localization Audio Manager: David Lapp

EA FRANCE

Localization Manager: Christine Jean

Translator: Veronique Viretto

Translation Coordinator: Nathalie Duret

Test Coordinator: Laurent Gilbert

Tester: Samy Benromdhane

EA GERMANY

Localization Manager: Michaela Bartelt

Translation Coordinator: Bettina Bachon

Translators: Robert Bock, Britta Haimuller

Test Coordinator/Tester: Dirk Vojtilo

EA SQUARE (JAPAN)

Territory Localization Manager: Tsutomu Onda

Assistant Producer: Takahito Toyoshima

Language Testing Product Manager: Takashi Tajimi

Localization QA Lead: Takanori Hayashi



PRODUCT MARKETING

NORTH AMERICA

Marketing/PR: Ben Brinkman, Brian Coleman, Frank Gibeau,
Jeff Karp, Trudy Muller, Otis Perrick, Jeane Wong

EUROPE

Marketing/PR: Joerg Brand, Dan Holman, Raphaelle Martinon

EA SQUARE (JAPAN)

Marketing/PR: Kasuyuki Kumagai, Yoshihisa Tsuji, Masami Takahashi

ELECTRONIC ARTS REDWOOD SHORES

Package Project Management: Adrienne Rogers

Package Design: Nathan Carrico

Package Illustration: Bob Rossman, Michael Kerbow

Documentation: Gabe Leon, Dan Davis

Documentation Layout: Christopher Held

Customer Quality Control: Ben Smith, Dave Knudson, Darryl Jenkins, Andrew Young,
Tony Alexander, Anthony Barbagallo

BUSINESS AFFAIRS

Content Licensing: Brian Hupp

Talent Manager: Mitch Miles

Music Licensing: Beverly Koeckeritz

VOICE RECORDINGS

In Game Characters: Eddie: David Arquette; Seeiah: Macy Gray; Elise: Lucy Liu;
Moby: Nick Malaperiman; Zoe: Bif Naked; Luther: Oliver Platt; Psymon Stark: Jim Rose;
Marisol: Patricia Valesquez; Mac: Ryan Wall; Brodi: Billy Zane; Kaori: Yuko Nagashima;
Marty: Tobias Pippig; JP: Xavier Fagnon

MC Voice: Rahzell Brown

Movie Samples: Mike Donovan

Talent Coordination: Mitch Miles (EARS), Nathalie Mathieu (EAC), GGRP (Vancouver)

Recording Studios: Electronic Arts Canada, Vancouver, BC; B5 Atomic Studios,
Santa Monica, CA; Nola Studios, New York City, NY; Lotus Rose Studios, Paris, France;
M&S Studios, Frankfurt and Toneworx, Hamburg, Germany; EA Square, Tokyo, Japan

Recording Engineers: Hein Hoven (B5 Atomic Studios), Bill Moss (Nola Studios),
Francis Lafleur (Electronic Arts Canada), Stéphane Bollaert (Lotus Rose Studios),
Michael Tourunsky (M&S Studios)

Script Writers: Janice Beaudoin, Martin Borycki, Brooke Burgess, Adam Davis,
Sean Penney, Deborah Peraya, Mitchell Scott, Randy Wagner



Front End Voice: Kathleen Barr (North America); Laurence Breheret (France); Songart Dressler (Germany); Yuko Nagashima (Japan)

Narrator Voice: Brent Chapman (North America), Jean-Francois Aupied (France), Wolfgang Ley (Germany), Hiroyuki Sato (Japan)

Voice Direction: Steve Rechtschaffner, Sean Penney (North America), Martin Schäfer, Bernd Stephan (Germany), Martial Le Minoux (France), Yoichiro Furusawa, Kaz Makita, Tsutomu Onda (Japan)

THE MAKING OF SSX TRICKY

Director: Martin Perry (Hothouse Productions, UK Ltd.)

Art Director: Ron Bignell

Production Manager: Nathalie Mathieu

Cameramen: Patrick Bell, Ted Cannem, Ken Oreskovich

Editors: Kathy Garland, Bob Landy, James Lawson, Mike Taylor

Audio Post: Rom Diprisco, Gordon Durity, Frank Faugno, Francois Lafleur, Kerry Uchida

Post Production Supervisor: Mark Lange

Post Production Assistant: Peter Miller

Computer Graphic Artist: Mimi Lee

Additional footage provided by: HotHouse Production (UK Ltd.)

MUSIC

"It's Tricky"

Performed by Run DMC

Written by D. McDaniel/J. Mizell/R. Rubin/J. Simmons

© Protoons, Inc. (ASCAP) /Rush Groove Music (ASCAP)

(P) 2000 Recording courtesy of Arista /Profile Records

"Peaktime"

Performed by Rasmus

Written by Rasmus Gardell

© 1998 Big Life Music

(P) 1998 Recording courtesy of Bolshoi Records

"Superwoman"

Performed by Rasmus

Written by Rasmus Gardell

© 1998 Big Life Music

(P) 1998 Recording courtesy of Bolshoi Records

"System Overload (The Download is Complete Mix)"

Performed by Huda Hudia

Written and Produced by DJ Huda Hudia

Published by Dan Jorajuria/Copyright Control

© 2001 Kaleidoscope Music

(P) 2001 Recording courtesy of Kaleidoscope Music

"Hip Hop Phenomenon"

Performed by BT and Tsunami One

Written by Brian Transeau, Adam Freeland, Kevin Beber

© 2000 Warner-Tamerlane Publishing Corp. (BMI), Embrace the Future Music (BMI) and Copyright Control

(P) 2000 Recording courtesy of Embrace the Future Inc.

Licensed courtesy of Nettwerk Productions

"Smartbomb – Plump DJ's Mix"

Performed by BT

Written by Brian Transeau

© 2000 Warner-Tamerlane Publishing Corp. (BMI) and Embrace the Future Music (BMI)

(P) 2000 Recording courtesy of Embrace the Future Inc.

Licensed courtesy of Nettwerk Productions

"Board Burner"

Performed by Mixmaster Mike

Written by Michael Schwartz

© 2001 Copyright Control/Michael Schwartz

(P) 2001 Recording courtesy of Mixmaster Mike

"Shake What Yo' Mama Gave You"

Performed by Skank

Written by A. Rizzo and E. Ireland

© 1999 Copyright Control & 7even Music Promotions

(P) 1999 Recording courtesy of Copyright Control & 7even Music Promotions

"Reality Detached"

Performed by The Forth

Written by Andrew Archer

© 2000 Copyright Control

(P) 2000 Recording courtesy of Quad Communications

"Slayboarder – Theme Song from SSX"

Performed by Mixmaster Mike and Rahzel

Written by Michael Schwartz and Rozell M. Brown

Produced by Mixmaster Mike and Rozell M. Brown

Programmed and Produced by John Morgan

Additional Bass Riffs by Saki Kaskas

© 2000 Copyright Control/Michael Schwartz and MCA Music Publishing

(P) 2000

Recording courtesy of MCA Records and Mixmaster Mike

"Finished Symphony"

Performed by Hybrid

Written by Mike Truman

Orchestral parts arranged and scored by S. Puttman

All Orchestral parts performed by the Russian Federal Orchestra

© 1999 Sherlock Holmes Music

(P) 1999 Recording courtesy of Distinctive Records

"Song for Dot"

Performed by Space Raiders

Written by Mark Hornby, Gary Bradford, Martin Jenkins and Antoine Domino

Produced by Space Raiders

Contains excerpts from "There Goes My Heart Again" as performed by Fats Domino, under license from Capitol Records, a division of Capitol Records Inc.

© Published by Skint Music Publishing Company/Sony Music/EMI Publishing UK/Fats Domino Publishing Company

(P) 1999 Recording courtesy of Skint Records

"King of the Beats"

Performed by Aphrodite

Written by Gavin King, Errol Bedward and Tony B (Mukesh Anthony Baboolall)

© 2000 EMI April Music (ASCAP), Protoons and Copyright Control

(P) 2000 Recording courtesy of V2 Records





"Leader"

Performed by Bif Naked

Written by Bif Naked and Doug Fury, Inc.

© 2001 Taykar Music

(P) 2001 Recording courtesy of H.R.M. Records/Lava/Atlantic Records

"The Rose Petalled Garden"

Performed by Black Label Society

Written by Zakk Wylde

© 1999 Bellbottoms and Beer Music (BMI)

(P) 1999 Recording courtesy of Zakk Wylde

"Baby Portable Rock"

Performed by Pizzicato 5

Written by Yasuharu Konishi

© 1997 Doormat Music (ASCAP) and Columbia Music Publishing (JASRAC) administered by Bug Music

(P) 1997 Recording courtesy of Matador Records and Denon-Nipon/Columbia Co. Lt.

"Bonecracker"

Performed by Shocore

Written by Shocore

© 2001 Shocore Music Inc.

(P) 2001 Recording courtesy of Shocore Music Inc.

"Twin Peak Loop"

Performed by Chris Stieber and Martin Stieber

Written by Chris Stieber and Martin Stieber

Publishing courtesy of BMG Germany

Recording courtesy of Chris Stieber and Martin Stieber

Original Music Compositions

"Adam's Revenge"

Written and Produced by John Morgan

Mixed by Francois LaFleur

© 2001 Electronic Arts

"Downtime 2001"

Written and Produced by John Morgan

Mixed by Francois LaFleur

© 2001 Electronic Arts

"Top Bomb"

Written and Produced by John Morgan

Scratching by DJ Precise

Mixed by Ken 'Hiwatt' Marshall

© 2000 Electronic Arts

"Gin and Sin"

Written and Produced by John Morgan

Scratching by DJ Precise

Bass and Guitar by Saki Kaskas

Dope beat vocals by Adam Mackay-Smith

Mixed by Ken 'Hiwatt' Marshall

© 2000 Electronic Arts

"Bass Invaders - SSX Tricky Menu"

Written and Produced by John Morgan

Mixed in by Francois LaFleur

© 2001 Electronic Arts

"Speed Freak - Snowdream Intro"

Written and Produced by John Morgan

© 2000 Electronic Arts

"Elysium Intro"

Written and Produced by John Morgan

© 2000 Electronic Arts

"Renegade - Mercury City Intro"

Written and Produced by John Morgan

© 2000 Electronic Arts

"Himalayas - Mesablanca Intro"

Written and Produced by John Morgan

Mixed by Ken 'Hiwatt' Marshall

© 2000 Electronic Arts

"Destroy the Competition - Aloha Ice Jam Intro"

Written and Produced by John Morgan

Vocals by MC Nuetrixx

© 2000 Electronic Arts

"Garibaldi Theme"

Written and produced by John Morgan

Mixed by Francois LaFleur

© 2001 Electronic Arts

"Alaska Theme"

Written and produced by John Morgan

Mixed by Francois LaFleur

© 2001 Electronic Arts

"Equinox - Megaplex Intro"

Written and produced by John Morgan

© 2001 Electronic Arts

"Brodi Theme"

Written and produced by John Morgan

© 2001 Electronic Arts

"Elise Theme"

Written and produced by John Morgan

© 2001 Electronic Arts

Music Supervision: John Morgan

Music Special Thanks: Troy Shelton, Abel at Vinyl Addiction, Mix Master Mike, Dianne Laffitte, Dan Jorajuria (Huda Hudia) (Kaleidoscope Records), Gavin King (Nettwerk Records), Terry McBride (Nettwerk Records), Geoff Goddard (Nettwerk Records), Carter Marshall (Nettwerk Records), Adam Smith (Nettwerk Records), Sarah (Bolshi Records), Andrew (Boxed), Kiki (Exert Productions), Adam MacKay-Smith

Special Thanks: Douglas Gayeton, Ian Jenkins@ Coast Mountain, EAC Digital Productions Services, Edwin Dolinski, Animation Development Group, Tools and Libraries @ EAC, EAC CATLAB, IRC @ EAC, Paul Lee, Howard Donaldson, Sam Nelson, Pam Burnell, Cheryl Smith, Kelly Kooner, Violet Molnar, Hein, Thomas and Amanda (B5 Atomic Studios), Paul Kerrins @EAUK, Business Affairs@ EAC, Finance@ EAC, Facilities@ EAC, Wilton Woo, HR@ EAC, FIT@ EAC, Wendell Harlow, Kathy Malley, Zoe Quinn, Heidi Newell, Bebe Rose, Kobe, Frank and Marty @Teamworks, Morna Coates @ GGRP, Shaw @Feldman & Associates, Peter Karroll @ TKO Entertainment, Lauren Levitt & Associates, Chela @ Kirk Talent, Jeff @ Ford Models (Vancouver), Tim Curtis, Steven Siebert, Chuck Pacheco, Whitney Smith, Maury Dimauro, Julie Wickson, Kobi Wu, Emily Hay, Ursula Lopez, everyone at Hothouse Productions (UK Ltd.), Cypress Mountain, Heather Weir, Eva Whiteway

Very Special Thanks: To all the spouses, children, girlfriends, boyfriends and others for your ongoing support and understanding of what it takes to make yet another beautiful game. Thank you!

SSX Tricky is a Chaos Production.

LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD



If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

World Wide Web: <http://techsupport.ea.com>

Warranty Inquiries: warranty@ea.com

Warranty Phone Number: (650) 628-1900

Warranty Fax: 650-628-5999

Need a Hint? Call the EA HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week! In the US, dial 900-288-HINT (4468). 95c per minute. In CANADA, dial 900-451-4873. \$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts.



TECHNICAL SUPPORT

If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 628-4322. You must call the EA HINTS & INFORMATION HOTLINE for hints, tips, or codes.**

EA Tech Support Contact Info

Email: support@ea.com

Web Page: techsupport.ea.com

FTP Site: ftp.ea.com

Fax: (650) 628-5999

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 OYL, UK
Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints & Tips, phone: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10:00 AM–8:00 PM. If you are under 18 years of age parental consent required.

Software and documentation © 2001 Electronic Arts Inc. Electronic Arts Inc. Electronic Arts, EA SPORTS, the EA SPORTS logo, EA SPORTS BIG and the EA SPORTS BIG logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved.

Certain images © 2001 FPG Canada.

Certain images © 2001 The Image Bank.

Certain images © 2001 Tony Stone Images.

Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.

All other trademarks are the property of their respective owners.

EA SPORTS™ and EA SPORTS BIG™ are Electronic Arts™ brands.

PROOF OF PURCHASE

SSX Tricky



0 14633 14358 4